

your turn ends. Discard your played Tool Cards to the discard pile and draw only one new card from the top of the draw pile. Never draw from the discard pile. Thieves may have 1 to 5 cards in their hand, but no more than 5 at a time.

- You must play a Tool Card before you flip your Code Card. You can only crack one Code Card on your turn. It doesn't count if another thief moves the Vault Dial to point out one of your Code Cards. Unless you have a "0" Tool Card or other Special Tool Card the Vault must be moved.

- Thieves can look at their cards at any time, but can not look at an opponent's cards.

SPECIAL CODE CRACKIN' TOOL CARDS

Some Tool Cards do positively illegal things to help you crack the code.

Wild Key: This card gives you a number of options. You can move 1 or 2 spaces in either direction. Your choice!

Zeroed Out: Set the Vault Dial back to "0".

Reverse Play: Double Cross your opponents, by reversing the direction of play. Thieves won't know if they are coming or going!

Alarm Bells: When you play this card, everyone passes all of their Code Cards (*cracked and uncracked*) to the thief next to them. The thief playing the Alarm Bells decides if the cards are passed to the right or left. This is a great opportunity for you to increase your number of cracked Code Cards or to slow an opponent down.

Skip-A-Thief: If another thief is winning and you don't like it – fight back with this card by placing a curse on them. Place this card in front of any thief, who now has to skip their next turn. The skipped thief places the card on the discard pile after they are skipped.

Bamboozled: If the Skip-A-Thief card wasn't enough —get them with a Bamboozled card! Play this card to add an additional face down Code Card to any one thief for them to solve.

WINNER:

The game ends when one thief has cracked the vault by flipping all of their Code Cards over.

ALTERNATE PLAY:

If your looking for an even more challenging game—try this alternate play. After each game the winner counts all of the opponents unturned Code Cards. This becomes the score for the winner of the round. After 5 rounds count each thieves points. The thief with the highest score wins!

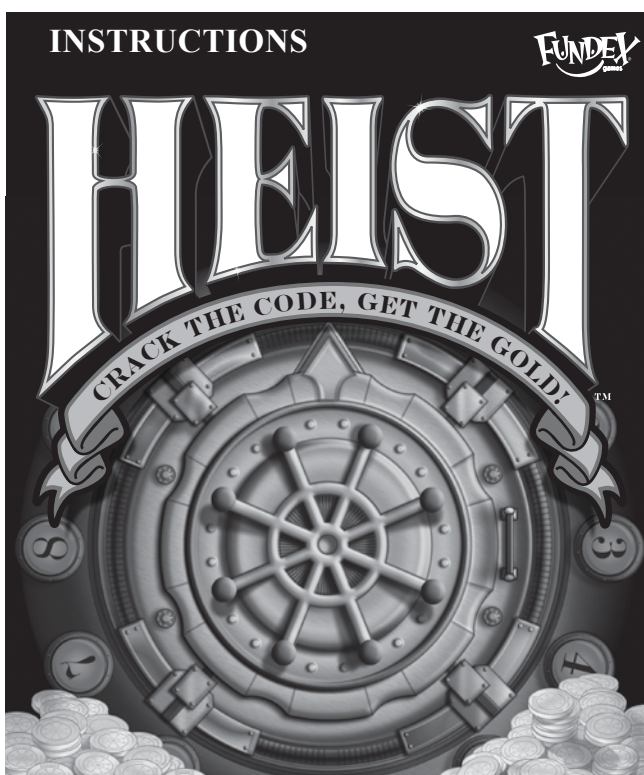


Item # 8290

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P.O. Box 421309 • Indianapolis, IN 46242
Questions or Comments? Write us at the address above or call us at 1.800.486.9787 or email customerservice@fundexgames.com
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MADE IN CHINA

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AGES: 8+ **PLAYERS/THIEVES:** 2 – 6

CONTENTS:

Vault Dial and 86 cards (*18 Code Cards, 58 Tool Cards, 10 Vault Cards*)

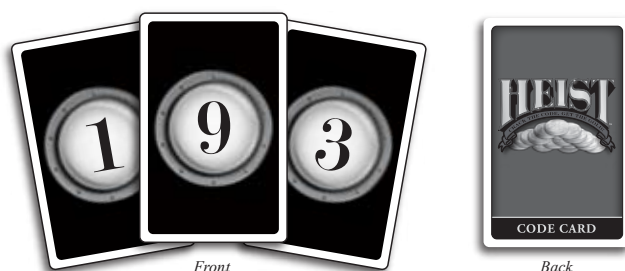
OBJECT:

Be the first to crack the Vault's code and win the gold!

SETUP:

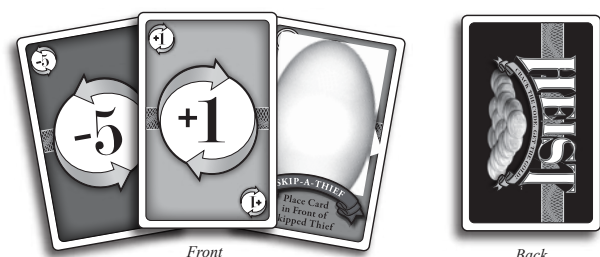
- Divide the cards into 3 stacks. The backs of the cards help differentiate the stacks.

Code Cards: These special green-backed cards represent your secret code that can open the Vault and give you the victory.

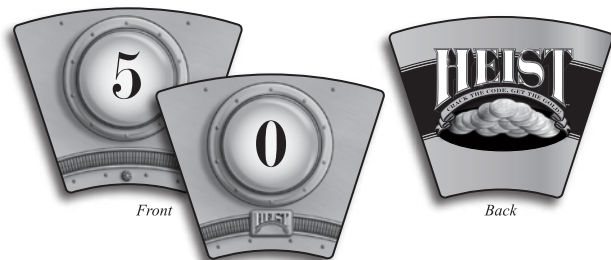


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Tool Cards: Use these black-backed cards as the tools of your trade. They allow you to move the Vault Dial and crack the code.



Vault Cards: Form a circle around the Vault Dial with the silver-backed wedge shaped cards. The number side should be facing up. During the game, you will turn the Vault Dial so that it points to the numbers around the Vault.



- Place the Vault Dial in the center of the play area. Arrange the 10 Vault Cards around the Vault Dial as shown in the illustration below. The Vault Dial is then turned so that the arrow is pointing to "0". This circle forms the game path.



- Pick a dealer. He/she will shuffle the green-backed Code Cards, and deal them to each thief as follows:

- 2-3 thieves game—5 cards each
- 4 thieves game—4 cards each
- 5-6 thieves game—3 cards each

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Code Cards are lined up face down in front of each thief. The remaining code cards are placed out of play, for now.

- The black-backed Tool Cards are used to crack your secret code. This deck is shuffled and 5 cards are dealt to each thief. This forms the player's hand. The remaining cards become the draw pile. Thieves can hold and look at their Tool Cards throughout the game.

- Each thief places their Code Cards face down, in a row, in front of them. All thieves take a peek at their own Code Cards and then select which one they will try to "crack" first. To select, thieves move their chosen card slightly above the row formed by the rest of their Code Cards. Keep your Code Cards face down and hidden from the rest of the thieves.



- When all thieves have made their first Code Card selection, the top card of the draw pile is flipped over to form a discard pile. If that card is a "special" card (*not a number*), continue flipping over cards until a number turns up. This card begins the game by indicating which direction the Vault Dial will be moved to start the game. So no one gets a head start the game is started on a number other than "0".

- If the flipped over card is a minus number, the Vault Dial is moved that number of spots counterclockwise around the Vault.

If a "3" is flipped over the game will begin on "7".

- If it is a plus number, the Vault Dial is moved that number of spots clockwise around the Vault.

If a "4" is flipped over the game will begin on "4".

- The youngest thief begins the game with play continuing to the left (*clockwise*).

PLAY:

CRACKING THE CODE

- On your turn, you will use your Tool Cards to rotate the Vault Dial. You are trying to end your move with the Vault Dial pointing to the Vault number that matches your chosen Code Card. You may play as many cards as are in your hand during your turn, but may draw only one card back into your hand once you have played.

- If the number on the Vault and the number on your selected Code Card match, you can turn your selected Code Card face up. You may then choose another Code Card and slide it above your Code Card line, preparing for your next turn.

- If the Vault and Code Card numbers do not match, leave your chosen Code Card where it is, face down. You will try again to break its code on your next turn. Whether you match or not,

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